

## MLB '98 Manual

### Table of Contents

PLAYSTATION SET-UP	2
CONTROLLER DIAGRAM	3
GAME CONTROLS	4
PLAYING MLB '98	6
Defense	6
Offense	7
Pause Menu	8
Rosters	10
SETTING UP EXHIBITION PLAY	11
Main Menu	11
Game	11
Exhibition Game	11
Starting Lineup	13
All Star Game	17
Home Run Derby	17
SETTING UP SEASON PLAY	18
Season	18
Schedule	18
Continue Season	20
SETTING UP PLAYOFFS	20
SETTING UP ROSTERS	21
Create Position Player	21
Trade Player	22
SETTING UP GAME OPTIONS	22
MLB '98 CREDITS	23
PlayStation Set-up	

### Memory Card/Saving Data

You must insert your Memory Card before you start a Season, Playoff, change a Roster, or Create a Player to save your progress. MLB '98 saves user-defined options and all data for a Season, Playoff, Roster Change, or Created Player. Four blocks of memory must be available on your Memory Card in order to save any MLB '98 data. During a Season or Playoff, the Save Screen will appear before and after each game. You must save at both Save Screens to retain all game data. A Save Screen will also appear after changing a Roster or Creating a Player. You must save at this screen to retain all Roster and Created Player data. Only one file can be saved at a time. If you save to a Memory Card with previously saved MLB '98 data, you will be asked if you want to overwrite your existing MLB '98 data. If you choose to overwrite, all old MLB '98 data will be replaced with your current data. If you don't have a Memory Card, all MLB '98 data will be lost after turning off your Sony PlayStation.

## Batting

### Swing

Power Swing/Normal Swing Select  
Steal Lead Runner  
Steal Specific Runner  
Bunt  
Lead Off (Forward)  
Lead Off (Back)  
Hit & Run  
Move Batter in Box  
Open/Closed Stance  
Pause Start Button

X

Square  
Triangle  
Triangle with D-Pad  
Circle  
L1 Button  
L2 Button  
R1 Button  
R2 Button with D-Pad  
R2 Button with L1/L2 Button  
Start Button

### Veteran and All Star Levels

Center Bat Cursor  
Move Bat Cursor

Select Button  
D-Pad

## Base Running

Advance Specific Runner  
Return All  
Return Specific Runner  
Advance All  
Speed Burst  
Stop Runners  
Head First Manual Slide  
Feet First Manual Slide

Triangle with D-Pad  
Circle  
X with D-Pad  
Square  
R1 Button  
R2 Button  
L1 Button  
L2 Button

4

## Fielding

Move Fielder  
Throw to 2nd/Jump  
Throw to 1st/Speed Burst  
Throw Home/Dive  
Throw to 3rd/Change Fielder  
When fielding in pitcher's perspective Triangle is home Square is 1st base etc.  
Throw from Knees/Throw from a dive catch  
Rob a Home Run  
Throw to a Cut-Off Man  
Throw to the Cut-Off Man in a pickle

D-Pad  
Triangle  
Circle  
X  
Square  
In the dive, press base button.  
When near the wall, press Triangle.  
R1, R2, L1, or L2 Buttons  
R1, R2, L1, or L2 Buttons

## Pitching

Select Pitch Type/Pitch in Pitcher's Perspective  
Select Pitch Type  
Select Pitch Type/Pitch in Default View  
Select Pitch Type

Triangle  
Circle  
X  
Square

Hold the pitch button longer for more pitch speed.

After selecting a pitch, pick off base runners using the following:

PickOff to 1st	Circle
Pick Off to 2nd	Triangle
Pick Off to 3rd	Square
Display and Hide Pitch Menu	L1 Button
Adjust Infielders	R1 Button
Adjust Outfielders	R2 Button
Adjust View	Select Button
Adjust Pitch Location	D-Pad

5

## PLAYING MLB '98

Playing baseball involves decision making skills that could win or lose a game. When to pull a starting pitcher, when to pinch hit, when to make a scratch from the lineup, and how to position your infield can all be decisive factors. The more you play MLB '98, the better you'll become at making major game decisions.

### DEFENSE

Defense is the key to any successful team. A good defense can carry a team into the playoffs.

### Pitching

The key to pitching successfully is knowing your opponent. Stamina can also be an issue, so locate your pitches and hit the corners while throwing as few pitches as possible. See the pitching Control Codes for more details.

NOTE: The longer the pitch button is held, the faster the speed of the pitch.

### Fielding

Learn how to position your players on the field. To get to the ball, use the G button to switch to the fielder closest to the path and destination of the ball. Press the Speed Burst ~ button to get your fielder to the ball quickly.

#### Infield

Use the Infield Shift to adjust your infield to a strategic defensive set.

\* A Normal infield places it in a position on the field for regular situations.

\* An infield set to DP (double-play depth) gives your infielders the best chance at turning a double play.

6

\* Bring the infield in Shallow to try and get a force-out at home and keep a potential run from scoring from third on a ground ball.

\* Bring the Corners In to try and stop a run from scoring from third on a ground ball to first or third, and still have a shot at a double play if the ball is hit to the middle infielders.

\* Set the infield to Bunt if you think the opposition will try to advance a run-

ner or attempt a suicide squeeze.

#### Outfield

Use the outfield Shift to adjust your outfield to a strategic defensive set.

\* A Normal outfield places it in a position on the field for regular situations.

\* Place your outfield in a Deep set if someone of Albert Belle's home run ability comes to the plate.

\* Move the outfielders in Shallow to snag a liner or stop an important run from scoring from second on a base hit.

#### OFFENSE

The best way to beat a good defense is with a potent offense. Pay close attention ... to the setup of the defensive players and learn how to use the bunt when the infield is drawn back. Use the hit & run or bunt to advance a runner safely, or steal a base to reach scoring position.

#### Batting

When a pitcher delivers the ball, a yellow ball marker box appears indicating the location of the ball.

\* Use the D-pad to move the white bat cursor over the ball marker. When the ball is in range of the batting area, the white bat cursor will turn red.

7

NOTE: The batting cursor is a feature of the Veteran and All-Star levels only.

For late inning punch, switch the batter's swing from normal contact to Power by pressing the 0 button before the pitcher delivers the ball.

#### PAUSE MENU

During the course of the game, you can make changes to the setup and further customize your game. Use the D-Pad Up/Down, Left/Right to cycle through to menu selections and their options.

#### Fielding View

View the plays in the field from a High, Medium, or Low view.

#### Batting View

View the batting from a High, Medium, Low 1, or Low 2 view.

Point of View (Always Batting/Always Fielding/Alternate Home/Alternate Away Use this option to view the game from

the offensive or defensive point of view.

Alternate Home will always view the

game from the Home team's perspective.

For Alternate Away, the game is

viewed from the Visitor's perspective.

8

#### Options

See the options section of the PreGame screen for details of most of the game attributes. Other options not available in the PreGame section are shown below.

#### SFX Volume

Use this option to adjust the sound effects volume.

#### Announcer Volume

Use this option to adjust the volume of the play-by-play announcer.

#### Crowd Volume

Use this option to adjust the volume of the crowd noise.

#### Auto Leadoff (On/Off)

Use this option to have your base runners automatically or manually take a lead from the base they occupy.

#### Auto Sliding(On/Off)

Use this option to have your base runners automatically or manually slide when approaching a base.

#### Scoreboard

Use this option to be able to view the scoreboard during the inning. Press the Start button to return to the game or the 0 button to return to the previous menu.

9

#### Rosters

Use this option to make changes to the lineup and in the field during the game.

\* Highlight Rosters and press the X button.

\* Highlight the player to be replaced and press the X button. This will bring up the reserve roster.

\* Highlight the reserve to be inserted into the lineup and press the X button.

\* Press the Select button on your controller to return to the Pause Menu.

\* Press the Start button on your controller to return to the game.

You can view the complete team rosters as well as player statistics of both teams.

\* From the Team Roster, press the Square button for a list of the entire team.

\* Press the R2 button to view the opponents roster and statistics.

\* Press the R1 button to toggle between the 1996 season, stats and today's current stats of either team.

To pinch-hit for a pitcher:

- \* Select the pitcher in your lineup and press the X button to bring the Reserve Roster.
- \* Select a pinch hitter from the roster and press the X button.

When your team returns to the field, the Select a Pitcher option will automatically appear. Select a pitcher to continue the game.

10

### Setting Up Exhibition Play

#### MAIN MENU

From each menu, use the directional arrow pad (D-pad) to highlight the menu options. Use the X button to accept your menu choice and to bring up the next menu. Located on the bottom of the setup screens are guides that match the buttons on your controller. Use these guides to help direct you for each selected menu.

#### GAME

Use this menu option to play an Exhibition Game, enjoy the mid-season celebration of an All-Star Game, or show off your power and strength in a Home Run Derby. Each of these games can be played in a two-player format.

- \* Left/Right to cycle through the choices of this selected option and press the X button.
- \* View the stats at the completion of a game:  
Press the X button, highlight a team, and press the X button.

#### Exhibition Game

Use the Exhibition games to prepare yourself for a lengthy regular season or the intense pressure of competing in the playoffs.

Exhibition games are not recorded in the season standings and cannot be saved to the memory card.

- \* Highlight Exhibition Game and press the 0 button to bring up the Team Select screen.

11

#### Team Select Screen

Use this screen to choose the Player Mode, as well as the league and teams for competition.

#### Player Mode

- \* D-Pad Left to set your controller for Team 1, the Visitors.

- \* D-Pad Right to set your controller for Team 2, the Home Team.
- \* D-Pad Up/ Down to change the difficulty level.
- \* To play the computer, leave one controller image in the center on the screen. The computer's team will automatically play at the same level chosen for your team.

#### Team Selection

Notice the team rating system in the middle of the screen. Choose the team with attributes you deem necessary to win the game. If you want a team that will hold the opposition to a minimal number of runs, select a team with good ERA and Fielding rankings.

- \* For Team 1, press the L1/L2 buttons on your controller to cycle through the available teams for the Visitors.
- \* For Team 2, press the R1/R2 buttons on your controller to cycle through the available teams for the Home Team.
- \* Press the X button to move on to the PreGame screen.

#### PreGame Screen

The PreGame menus are used to add some spark to the game. Customize your baseball game by using the following options.

#### Play Game

Select this option to start your game.

12

#### Stadium Select

Select this option to choose a ballpark from around the league to play in.

NOTE: This option is not available for Season games. Stadiums for Season games are predetermined based on the teams competing.

#### Starting Lineup

Select this option to bring up the starting lineup for your team. Look over your lineup and make the necessary changes to the batting order, a player's position, or substitute a player with another from the Reserves Roster.

To make adjustments to the batting order:

- \* D-Pad Up/Down lineup and press the Batting Order Square button to select the player you would like to move into the lineup.
- \* D-Pad Up/Down and press the Batting Order Square button to move the player to the desired position in the order. You will notice the shift in your lineup.

To switch the fielding positions of a player without changing the batting

## order:

- \* D-Pad Up/Down and press the Position Circle button to select the player you would like to have switch positions.
- \* D-Pad Up/Down and press the Position Circle button to select the player you would like to switch with the previously chosen player.

13

To substitute a player from the reserve roster:

- \* D-Pad Up/Down and press the Player X button to select the player to remove from the lineup.
- \* D-Pad Up/Down and press the Player X button to select the player to insert from the reserve roster.
- \* Press the Done Triangle button to return to the PreGame screen.

## Options

Select this option to customize the attributes of your game.

- \* D-Pad Up/Down to select an attribute.
- \* D-Pad left/Right to change the attribute.

## Game Style (Simulation/Arcade)

In Arcade Mode, the pitcher controls the pitch with the D-Pad after it is thrown to home plate. The pitching menu and batting cursor are no longer shown on the screen.

Use the D-Pad to choose the type of pitch:

Up	Change Up
Down	Fast ball
Left	Curve Ball breaks left
Right	Curve Ball breaks right

## Player 1/2 Levels (Rookie/Veteran/AII-Star)

The player level will determine the fatigue factor of players, batting and pitching difficulty, as well as fielding ability. Choose the All-Star setting to play with the most realistic player situations.

14

## Errors (On/Off)

Errors On will add an interesting challenge to your game. The players on the field will be subject to making fielding mistakes.

## Wind (On/Off)

When the Wind On is selected, notice the small yellow arrow on the playing screen with a number after it. This is the Miles Per Hour the wind is blowing in the direction the arrow is pointing.

## Time of Day (Auto/On/Off)

Set the Time of Day of a game. To let the PlayStation game console determine the time, select Auto. Or set the Time to Night and watch Bernie Williams hit one into the lights.

DH (Auto/On/Off)

If you like the Designated Hitter, use it in the National League to bolster your offensive attack.

Innings (1-9)

Set the length of the game by choosing the number of innings you would like to play.

Crowd Sound(On/Off)

Turn off the distraction of the visiting team by eliminating the crowd noise.

Announcer Sound (On/Off)

Use this option to choose having the play-by-play of the game on or off.

15

Radar Gun (On/Off)

Use this option to show the miles per hour of the pitch on the screen.

Distance Meter (On/Off)

Measure the distance of some of the moon shots delivered by baseball's strongest hitters. Use this option to show the distance in feet of the flight of the ball.

Ball Marker (On/Off)

Use the ball marker to position your fielder for the play when the ball has been hit.

Auto Fielding (On/Off)

Turn this option off to have complete control of the defense.

Call Text (On/Off)

Use this option to show the umpire's calls during the game on the screen.

Batting View (Low 1/Low 2/Medium/High)

Set the desired level of the playing view. Try them all to see which view best suits you. This option can be altered during the course of the game. See Pause Menu under Playing MLB '98 for more details.

Fielding View (Low/Medium/High)

See Batting View above.

16

Point of View (Always Batting/Always Fielding/Alternate Home/Alternate Away)  
Use this option to view the game from the offensive or defensive side of the game. Alternate Home will always view the game from the Home team's perspective. For Alternate Away, the game is viewed from the

visitor's perspective.

You can also play the game from one setting. Always Batter is a view always set from behind Home Plate. Always Pitcher is a view always set from behind the pitcher's mound.

All-Star Game

Play in one of the most celebrated of games, the All-Star Game, and see how the biggest stars fare against each other. Set up the most potent offensive lineup ever seen in the big leagues.

See Setting Up Exhibition Play for details on how to set up your All-Star Game.

Home Run Derby

Play in the Home Run Derby to see if you have what it takes to hit with the big boys of the major leagues. Slug it out with Barry Bonds, Frank Thomas, Mo Vaughn, Mark McGwire or a player you've created. See Setting Up Exhibition Play for details on how to set up your Home Run Derby.

17

Setting Up Season Play

SEASON

Use this option to start a new season or continue a previously saved season. Seasons can only be played in a one-player format.

New Season

Start a New Season and see if you have what it takes to make it into the playoffs.

Play Game

Select this option to start the game of choice from the team schedule.

Schedule

When Play Game is selected, the Schedule screen comes up with the 1997 team schedule. View the schedule and play the game of your choice.

\*D-Pad Up/Down to highlight the

game on the schedule you would like to play and press the X button.

NOTE: When a game is skipped, the result of that game will be post-

ed as if it was actually played. For example, if at the start of the season you select to play the fifth game on the schedule, the first four games will appear completed.

18

#### Standings

By selecting this option, you can view the division standings of the entire Major League.

\* Use the D-Pad Up/Down to cycle through the divisions of the American and National League.

#### League Leaders

Select this option to view the League Leaders in Batting Average, Slugging Percentage, Home Runs, and RBI.

\* Use the D-Pad Up/Down to view the leader of each statistical category.  
\* Use the D-Pad Left/Right to cycle through the leagues.

#### Player Stats

Select this option to view the Stats of each player in the Majors. Study the strengths of each player. It may come in handy for a necessary managerial move during the course of a game.

\* Use the D-Pad Left/Right to select the team you will be facing in your next game.  
\* Use the D-Pad Up/ Down to view the statistics of each player.

#### Starting Lineup

See Starting Lineup under the PreGame Screen to set up your starting lineup.

#### Options

See Options under the PreGame Screen to customize your game attributes.

19

#### Continue Season

Resume a baseball season at the next scheduled game. To use the Continue Season option, you must have already started a New Season and saved the Season results on the memory card.

Play in the next scheduled game or skip to a different game further down on the schedule. Remember, skipping to and playing a game further down in the schedule will automatically cause a simulation of all the skipped games.

See Standings, League Leaders, Starting Lineup, and Options under New Season for details of the Season Menu.

#### Setting Up the Playoffs

#### PLAYOFFS

Use this option to go straight to the playoffs and bypass the regular season. Playoffs can only be played in a one-player format. See Season under Setting Up Season Play for more details on how to setup a playoff game.

#### New Regular Playoffs

Go straight to the divisional playoffs and try to make it through each round until you reach the World Series.

#### New 1 Game Playoffs

Make each playoff series a one game "winner takes all".

#### Continue Playoffs

Continue your run in the playoffs at the next scheduled game. To play in a continued playoff series, the playoffs must have been saved to the memory

20

### Setting Up Rosters

#### ROSTERS

The Rosters option allows you to create position players, pitchers and add them to your existing rosters. You can also set up trades of individual players. If you prefer the original setup of the league rosters, reset them.

#### Create Position Player

Create the ultimate baseball position player. You not only can setup a player's athletic ability, but his physical makeup. A created player enters the Free Agent Pool where he then can be picked up in a trade. See Trade Player below.

\* Press the L1/L2, R1/R2 buttons to change columns on the screen.

\* D-Pad Up/Down to select the player attributes.

\* D-Pad Left/Right to cycle through the available attribute options.

To enter a player name:

\* Select the name option and press the Edit Circle button.

\* Enter a name for the player by moving the D-Pad Up/Down to cycle through the alphabet, Left/Right to move the cursor.

\* D-Pad Left/Right and press the Delete Circle button to delete a letter or name.

\* Press the Done X button when you are finished naming your player to exit the name selection and move to another attribute.

21

### Create Pitcher

Create a pitcher with the stamina and control to compete for the Cy Young and take you reeling into the playoffs. See Create Position Player for details on how to create a pitcher.

### Trade Player

Select this option to obtain the perfect player to bring your team to the next level.

Trading players can be done on a one-for-one basis only.

- \* D-Pad Up/Down to select the team you would like to trade from and press the X button.
- \* D-Pad Up/Down to select the Player to be traded and press the X button.
- \* D-Pad Up/Down to select the team you would like to trade to and press the X button.
- \* D-Pad Up/Down to select the Player to be traded for and press the X button.

### Reset Rosters

You can easily restore the rosters to their original setup.

- \* Select Reset Rosters and press the X button.

### Setting Up Game Options

Set up the game attributes by using the Options menu item. See Options under the PreGame Screen for Exhibition Game to customize your game.